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MON CALAMARI HOME ONE

Admiral Ackbar's flagship

Bothans

World Devastators

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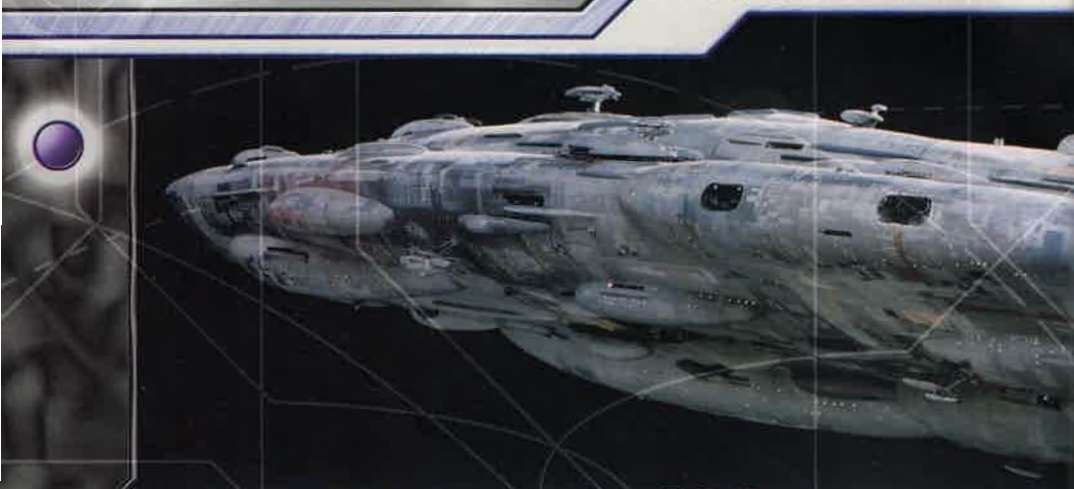
STAR WARS

For the better part of 30 years, the Mon Calamari MC80 star cruiser *Home One* was the flagship for the Rebel Alliance and, later, the New Republic fleet. Long after it had been rendered obsolete by subsequent additions to the fleet, it was still used by Admiral Ackbar as his command vessel.

"ALL CRAFT, PREPARE TO JUMP INTO HYPERSPACE ON MY MARK."

ADMIRAL ACKBAR FROM THE BRIDGE OF HOME ONE



MON CALAMARI MC80

HOME ONE-TYPE STAR CRUISERS

Designed by the Mon Calamari as an unarmed deep-space exploration vessel, the MC80 star cruisers were retrofitted to take their place as the largest warships in the Rebel Alliance fleet. One in particular would play a lasting role in bringing freedom to the galaxy.

The conversion of the civilian Mon Calamari cruisers into ships of the line was conducted by the Mon Calamari shipyards that built the craft in the first place. Driven by a desire to guarantee the freedom they had just won for themselves, and by the hope of extending it to all the galaxy, the engineers worked to cover viewports, add armour, and retrofit weapons and additional shielding. To one ship in particular (the ship that would give its name to the new type of vessel which the conversions heralded), the technicians added an extra level of armour and a clutch of additional weapons. This was *Home One*, first and foremost of the *Home One*-type cruisers, flagship of the Rebel Alliance fleet, and home-from-home for Admiral Ackbar, himself a Mon Calamari.

Pride of the Fleet

At 1,300m long, *Home One* was the largest of its type and, at the Battle of Endor, was the largest ship in the Alliance fleet. In effect a long, tapering cylindrical hull with bulbous 'growths' along its length, the hull was a mottled grey-blue. The ship had a triple-redundant deflector shield system, making it more than a match, defensively, for an Imperial Star Destroyer. While a

'Take evasive action! Green group, stick close to holding sector MV-7.'

Admiral Ackbar commands at the Battle of Endor

Star Destroyer might have had a numerical edge in its weapons, the MC80 *Home One*-type cruiser didn't need the anti-starfighter point defence batteries, as its turbolaser gunners used a targeting system capable of tracking and responding to both lumbering capital ships and nimble starfighters. As well as 29 turbolasers, *Home One* carried 36 heavy ion cannon and six tractor beam projectors. As well as the 71 gunners, the ship had a full crew complement of 5,402, and could comfortably carry well over a thousand troops. Its cargo holds could contain around 20,000 tons, giving *Home One* a possible two years between resupplies. However, the ship carried more than just crewmen and equipment.

Starfighter Support

There were twenty hangars on the *Home One*, including two large hangars on the starboard side more than capable of handling larger craft – the *Millennium Falcon* and a stolen Imperial *Lambda*-class shuttle, for example, easily shared one of those hangars alongside a number of starfighters. In total, the starfighter complement of *Home One* was 120 craft in ten squadrons. These were launched primarily from the main hangar on the vessel's underside.

Stardrive

Home One-type cruisers had slightly different configurations of the same basic sublight engines. There were four primary M8.0 StarDrives and six M4.5 StarDrives acting as manoeuvring engines, and the hyperdrive was a Class 1.0 with a Class 9.0 backup.

Even after later ships, such as the MC90, made *Home One* largely redundant, Admiral Ackbar's preference for his old flagship meant that the vessel stayed in active service for nearly 20 years after the Battle of Endor.

COMMANDING *HOME ONE*

ON ACKBAR'S BRIDGE

Amongst the numerous bubble-like pods that protruded from the hull of the MC80 cruiser *Home One*, a number of command stations monitored the ship's performance, battle status, the starfighters and so on. Set high up, two thirds of the way back, was the main bridge.

The bridge of Admiral Ackbar's flagship *Home One* was as white and uncluttered as the rest of the interior, and at the Battle of Endor was crewed almost exclusively by his fellow Mon Calamari. This was because, at that point, technicians had not had the chance to convert the bridge controls to be used by anyone other than the Mon Calamari people. Only one vessel, the *Independence*, had the experimental work done, and that was commanded by General Crix Madine with a human bridge crew. Throughout all of the *Home One*-type vessels, all of the other ship's systems had been converted for use by the many species that made up the Rebel Alliance crews.

Floating Command

Aboard *Home One*, Admiral Ackbar himself sat in his command chair, with a clear view of the crew stations and the action beyond the view ports. The chair was mounted on a robotic arm, allowing the Admiral to 'float' to a crew station to monitor any necessary information. A data display and comms station was mounted in front of the Admiral on a flexible arm, and allowed him to quickly patch into information from any part of the ship, as well as displaying tactical information from the surrounding space.

Briefing Room

Behind the Admiral's command chair, beyond the two primary crew stations, a waist-high rail allowed a safe viewpoint down into the officer briefing area. This was where senior officers, crew, fighter group commanders and key mission leaders were briefed ahead of major operations. Before the Battle of Endor, the briefing room aboard *Home One* saw Mon Mothma, Crix Madine and Admiral Ackbar give broad details of the assault on the second Death Star. The audience in the briefing room included senior Alliance figures, the starfighter squadron commanders, and the

commando group destined for the Forest Moon mission. The briefing was transmitted throughout the fleet. Once it ended, individual crews received their particular orders at their stations.

Audio-Visual

At the heart of the briefing room was a CS-Mark 12 holoprojector. Manufactured by Plescinia Entertainments, it was a fixture of the ship's previous role as a deep-space exploration vessel. The table could easily convert sensor scans of a planet or area of space into a fully three-dimensional colour presentation. The device required little adaptation for military use. As well as being helpful during briefings, it was able to offer an invaluable tactical display during a battle, and was constantly monitored during combat by at least two tactical officers.

'You can see here the Death Star orbiting the Forest Moon of Endor.'

Admiral Ackbar

BORSK FEY'LYA

PRISONER OF POLITICS

Hero? Villain? Martyr? Narcissist? There was never so controversial a figure in the New Republic as Bothan political leader Borsk Fey'lya. The ultimate politician, with all the good and bad that status brings with it, arguments as to his motivations and legacy will rage for a long time to come.

Borsk Fey'lya was not born on the Bothan homeworld, Bothawui. His early life on the colony of Kothlis, seen as the 'poor cousin' to the homeworld, saw the young Bothan initially follow minor business interests. These, however, were merely a tool to create further opportunity for Borsk. In fact, this was to become the principal theme in Fey'lya's life. Many believed that he only ever saw those around him as tools to use for his own advantage.

The Spynet

Fey'lya's businesses allowed him to purchase sufficient land on Bothawui for him to be considered 'good enough' to garner sufficient support and influence to fully launch his political career. Even at a relatively young age, Borsk had a phenomenal talent in manipulating others to do his bidding – a considerable achievement in Bothan culture, where such talents were greatly valued. He traded up his political support and influence, eventually becoming leader of the Bothan Council, the ruling legislative council of the Bothan people. For Borsk Fey'lya, however, such power was merely the starting point. He desired influence on a galactic scale. The only thing standing in his way was the Galactic Empire. To help remove this object from his way, Fey'lya became a member of the Bothan Spynet – the foremost intelligence-gathering body in the galaxy at the time.

Rebel Alliance?

Of course, Fey'lya was not content to simply serve in Spynet. Even as he rose to power there, he was playing the long game. The Spynet often worked with the Rebel Alliance. Borsk sought to win influence there too by bringing the Corellian leader Garm Bel Iblis back into the Rebellion after he had left following an argument with Mon Mothma, the Alliance

PROFILE

Borsk Fey'lya

Homeworld
Kothlis

Species
Bothan

Gender
Male

Height
1.4m

Weapon
Concealed blaster

Affiliation
Himself, Bothan people, Rebel Alliance, New Republic

'Reality is not required to be fair'
Borsk Fey'lya

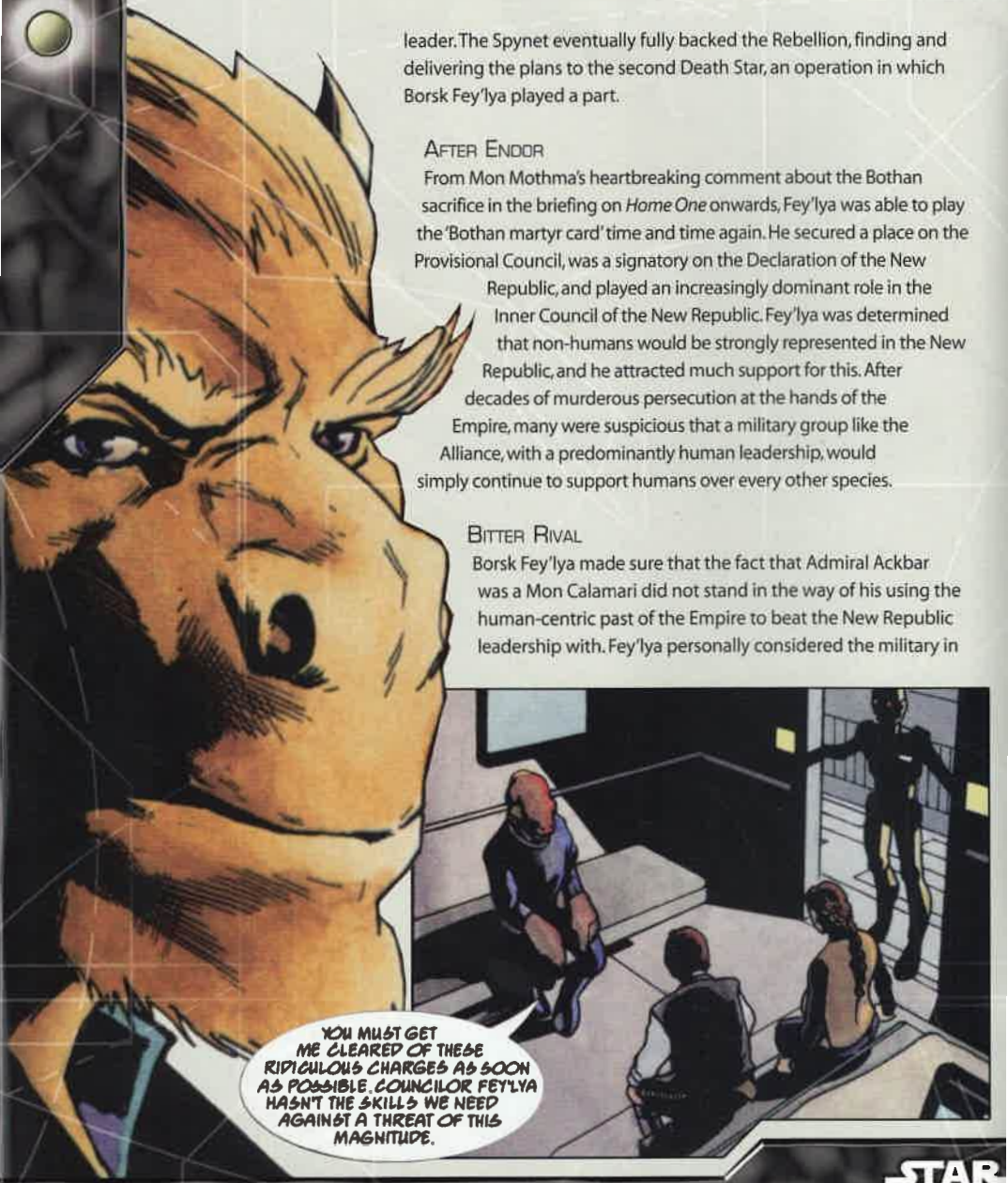
leader. The Spynet eventually fully backed the Rebellion, finding and delivering the plans to the second Death Star, an operation in which Borsk Fey'lya played a part.

After Endor

From Mon Mothma's heartbreaking comment about the Bothan sacrifice in the briefing on *Home One* onwards, Fey'lya was able to play the 'Bothan martyr card' time and time again. He secured a place on the Provisional Council, was a signatory on the Declaration of the New Republic, and played an increasingly dominant role in the Inner Council of the New Republic. Fey'lya was determined that non-humans would be strongly represented in the New Republic, and he attracted much support for this. After decades of murderous persecution at the hands of the Empire, many were suspicious that a military group like the Alliance, with a predominantly human leadership, would simply continue to support humans over every other species.

Bitter Rival

Borsk Fey'lya made sure that the fact that Admiral Ackbar was a Mon Calamari did not stand in the way of his using the human-centric past of the Empire to beat the New Republic leadership with. Fey'lya personally considered the military in


YOU MUST GET ME CLEARED OF THESE RIDICULOUS CHARGES AS SOON AS POSSIBLE. COUNCILOR FEY'LYA HASN'T THE SKILLS WE NEED AGAINST A THREAT OF THIS MAGNITUDE.

Martyr, Hero

As the Yuuzhan Vong began their war to wipe the galaxy clean, Borsk Fey'lya refused to believe it. He even saw the destruction of Sernpidal as part of a Jedi and human plot to oust him. He realised too late the truth of the situation. As Coruscant was invaded, Fey'lya stayed behind. When he was executed, a bomb went off that killed 25,000 Vong warriors and destroyed much of the information on the New Republic the invaders had sought. Even the Vong called him a hero for that.

general and Ackbar in particular as his greatest rivals. Out of a fear that the military had too much influence, Fey'lya blocked or undermined them constantly, and did the same with the emerging New Jedi Order. Borsk was not doing any of this entirely for his own benefit, though that was undoubtedly part of it. He genuinely felt that the mistakes of the past should not be repeated, and that the persecution of non-humans should be avoided at all costs.

Unfortunately, Fey'lya would later put doctrine first and foremost, regardless of the cost to the galaxy. After being outmanoeuvred politically by Leia Organa Solo, Admiral Ackbar and Rogue Squadron during the operations to recapture Coruscant, Fey'lya was determined he would bring down Ackbar. This obsession came to the attention of Grand Admiral Thrawn, who used the situation to divide the New Republic politically. By now, Borsk Fey'lya had his eyes firmly on the prize of Chief of State of the New Republic. However, Borsk overplayed a dangerous hand during the battle to recover the Katana Fleet, losing a great deal of political support when he was tricked into revealing his opinions of the military over an open comms channel, while holding a blaster on a heavily pregnant Leia Organa Solo.

Rise Again

It's testament to Borsk's abilities as a politician that he was able to recover from such disgrace. He even went so far as to support Leia Organa Solo as Chief of State at a vote of no confidence brought during the Black Fleet Crisis. Years later, when Leia resigned as Chief of State, Borsk was quickly elected with a significant majority and a strong powerbase. Unfortunately for him, the Yuuzhan Vong began their invasion of the galaxy shortly after. Initially, Fey'lya refused to accept the reality of the situation. He saw the demands of the Jedi Order and the military as a threat to his position. Borsk's prevarication cost the galaxy dearly, and only his sacrifice on Coruscant went some way to saving his reputation.

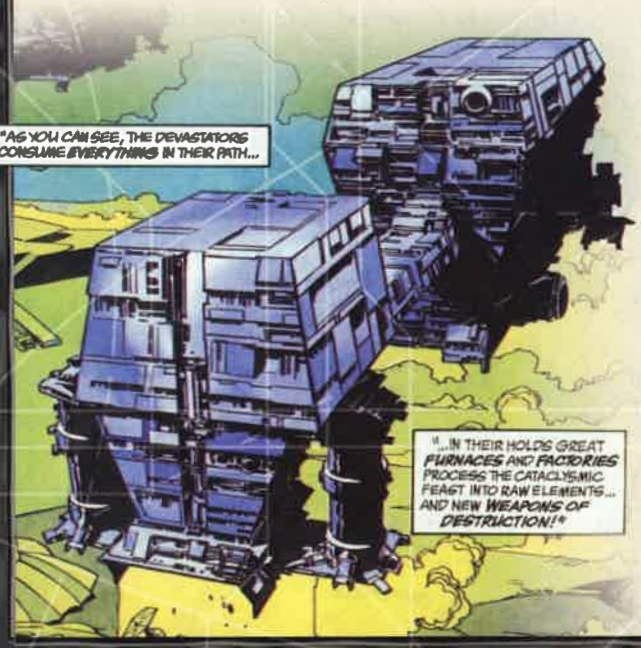
At the end of his life, only his sacrifice at Coruscant allowed Borsk Fey'lya even a vaguely positive legacy.

THE WORLD DEVASTATORS

REVENGE OF THE EMPIRE

When Emperor Palpatine launched his assault on the New Republic from Byss, immense machines called World Devastators were at the forefront of the attacks. Capable of devouring anything in their path, they were unbeatable in direct combat and were only brought down by Jedi cunning and a single astromech droid.

Umak Leth was an engineer who quickly established himself as one of the leading special project designers for the Empire. Initially overshadowed by Bevel Lemelisk, Leth designed the Universal Energy Cage, used to hold captive Jedi during the Great Purge. His initial designs for the World Devastators were prototyped at the same time as the Death Star, but it would be years before Umak Leth's terrible creations would be unleashed.


"AS YOU CAN SEE, THE DEVASTATORS CONSUME EVERYTHING IN THEIR PATH...
"...IN THEIR HOLDS GREAT FURNACES AND FACTORIES PROCESS THE CATACLYSMIC FEAST INTO RAW ELEMENTS... AND NEW WEAPONS OF DESTRUCTION!"

Devourers

Able to fly through hyperspace to their targets, and protected by incredibly strong shields, the World Devastators used powerful tractor beams to tear up the surface of planets and suck them into the huge molecular furnaces inside. Whole cities could be devoured in an instant. The droid brain that controlled each Devastator could draw on an extensive database of starships, vehicles and weapons, which its internal factories could churn out to deal with any opposition it encountered. Each of these fearsome machines could also build weapons and facilities to add to itself, as well as create additional World Devastators.

Narrow Margin

Not only did the New Republic see allied worlds destroyed, they saw them turned

into raw materials and weapons to be used against them!

When the New Republic attempted to prevent the World Devastators from destroying Dac, the Battle of Mon Calamari was almost a crushing defeat. Luke Skywalker, who had given the impression he had gone over to the dark side and joined the Emperor, was able to halt their advance. He gave R2-D2 the codes necessary to control the Devastators, and the droid had them attack each other, ending the threat.

"WHEN THE EMPEROR CREATED THE DEATH STAR, CALAMARI WAS AT THE TOP OF THE LIST OF WORLDS SCHEDULED TO BE ANNIHILATED BY THAT DREADFUL BATTLE-STATION...
"...AND NOW, AT LAST, WHOEVER IS REUNIFYING THE EMPIRE IS CARRYING OUT THE EMPEROR'S DECISION TO DISCIPLINE US... WITH THESE NEW WORLD DEVASTATORS!

World Devastators PROFILE

Type
Superweapon

Manufacturer
Imperial Department of Military Research

Size
Variable

Weapons
Tractor beam projectors, ion cannons, turbolasers, proton torpedoes, missile launchers

Crew
Droid brain (human navigators, gunners, starfighter pilots, assembly line supervisors)

Affiliation
Galactic Empire

ACKBAR'S FLAGSHIP

HOME ONE-TYPE MC80 CRUISER

There were seven *Home One*-type Mon Calamari cruisers at the Battle of Endor. These included Admiral Ackbar's flagship *Home One*, General Madine's *Independence*, a communications centre, and *Defiance*, acting as a rearguard. The *Defiance* was also used to hunt down any lingering resistance after the Imperial withdrawal.

Drive System

MON CALAMARI CRUISER *HOMΣ ONΣ*

Type
Converted MC80 star cruiser

Manufacturer
Mon Calamari Shipyards

Length
1,300m

Engines
4x M8.0 StarDrive, 6x M4.5 StarDrive

Hyperdrive
TriLuna 400MGS

Hyperdrive rating
Class 1.0 (backup 9.0)

Shields
Serridge SEAL Triple-Redundant shielding system

Weapons
29x turbolasers, 36x ion cannons,
6x tractor-beam projectors

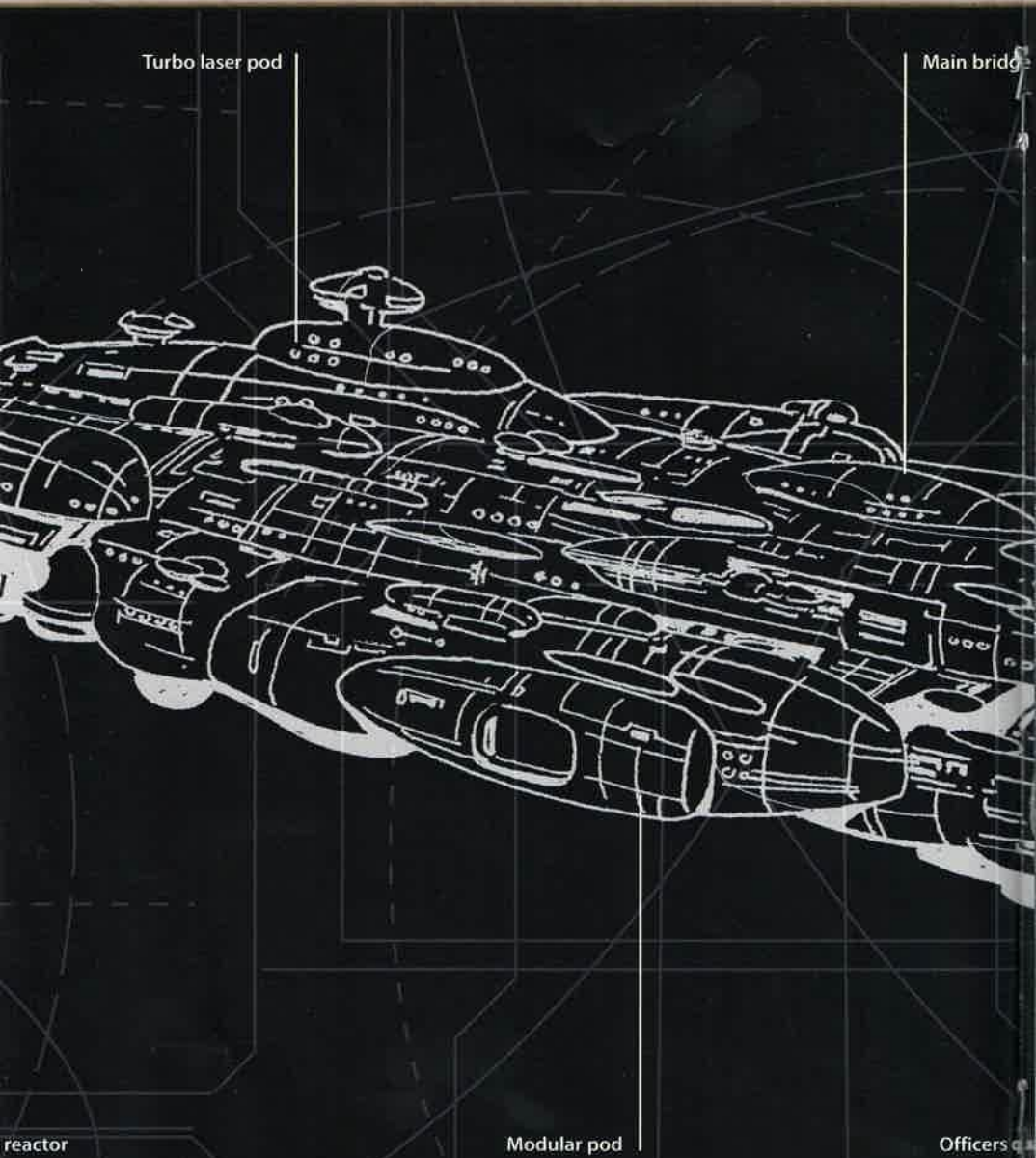
Starfighter complement
10 full squadrons (120 ships)

Crew
71x gunners, 5,402 crew (minimum 1,230)

Cargo capacity
20,000 tons

Affiliation
Rebel Alliance, New Republic

Main



Because of the organic way the Mon Calamari Shipyards operated, no two H cruisers looked the same. The conversion from civilian exploration vessel t added to the variations, as well as breaking up the flowing lines of the origi

Deflector shield generators

Turbo laser

Home One
became
Alliance
Battle of Yavin
Mothma a
However,
evacuation of
Ackbar's hor
after Ackbar
cruisers, *H*
flagship in ho
Supreme Com
Fo

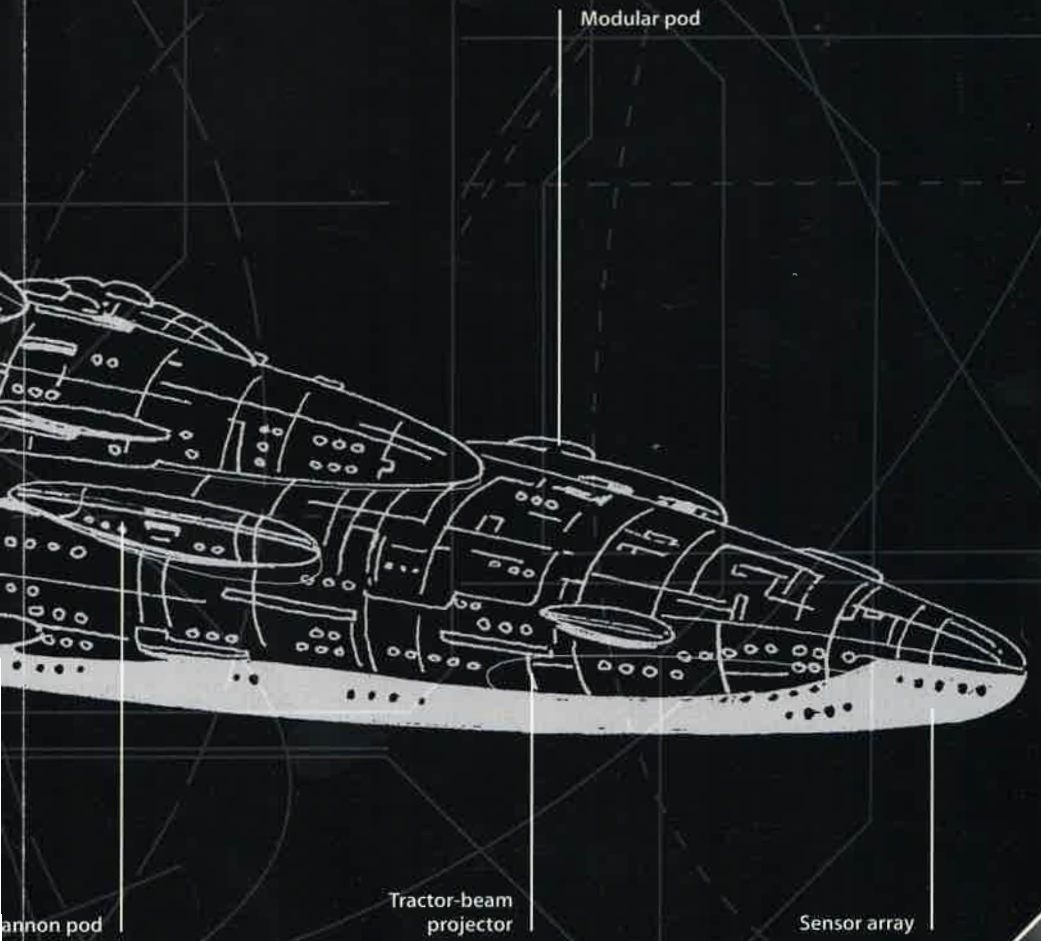
quarters

Home One-type
to ship-of-the-line
ginal designs.

Ion ca

Home from home

e was one of two ships of the type that e the mobile base of operations for the e High Command. Formerly, before the n, the *Independence* was home to Mon and the rest of the Alliance leadership. , *Home One* took over after the rushed f Hoth. The ship was to remain Admiral me for five full years after Endor. Even began to use the purpose-built MC90 *Home One* was retained as his personal onour of his service, until he retired as mmander of the New Republic Defence orce 19 years after the Battle of Endor.



BOTHANS

THE CULTURE OF POLITICS

Originating on the Mid Rim world of Bothawui, the Bothan people were active members of the Republic from the outset. To outsiders, the Bothan culture seemed to encourage duplicity. In fact, the Bothans had simply turned politics into High Culture.

Averaging a metre and a half tall, the Bothans were furry bipedal mammals with faces that merged feline, canine and equine looks. Their spoken language, Bothese, was one that influenced Galactic Basic, so their influence on a wider galactic scale cannot be underestimated. Bothans colonised their surrounding system early in the Republic's development, causing the sector of space to be called after them.

The Way

Bothan society was organised through their clans. As time went on, new clans sought registration and official recognition from (and representation in) the Bothan Council. Within the Council were a number of organisations, such as the treasury and the planetary and galactic diplomatic services. The Bothan Council elected a Council Chief, also called the First Secretary, who oversaw all aspects of the Council's work. For the Bothan people, high and low politics, diplomatic wheeling and dealing, information gathering and manipulation, and elegant backstabbing for personal gain and advancement were all of paramount importance. Their cultural obsession was set forth in an ancient text called 'The Way'. The rules of conduct it set out meant that, while Bothans did all they could for their own personal gain, actual violent conflict was very rare.

Spynet

While the Bothan Council was a powerful organisation in Bothan society, the Bothan Spynet – a

logical offshoot of The Way – was one of the most powerful organisations in a galaxy where information was a currency in its own right. Beginning simply as a way to gather information that would be useful to the Bothan Diplomatic Corp and to Military Intelligence, the Spynet grew to be recognised as the foremost network of informers, slicers, spies and even data-droids in the galaxy, and traded information with all sides from a position of studied neutrality.

Neutral?

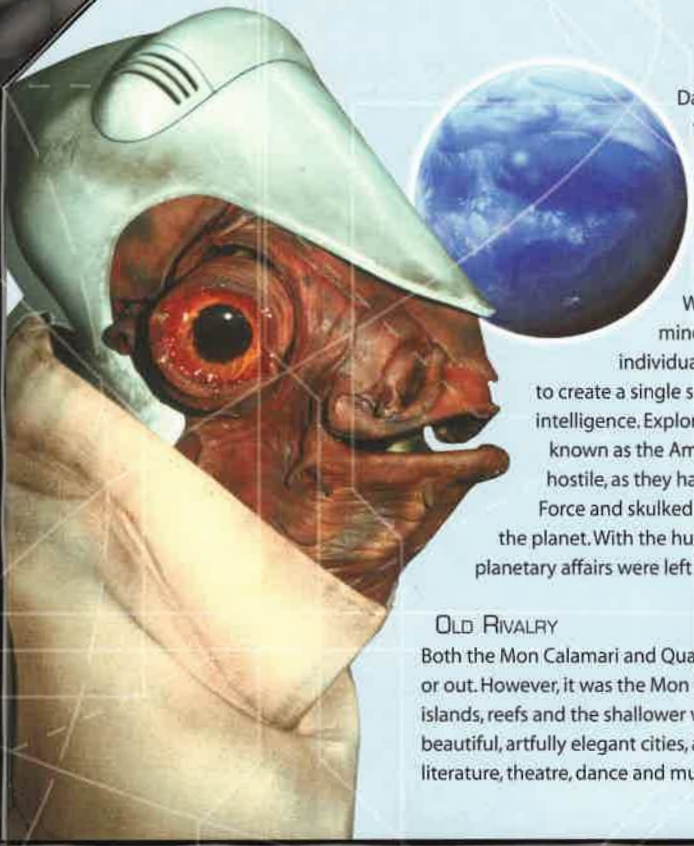
Bothawui attempted to remain neutral during the war between the Rebel Alliance and the Empire. However, the Bothan people were sympathetic to the Rebellion because of the Empire's anti-alien policies, and helped secure plans for both Death Stars. The Bothan people sided wholly with the New Republic after the Battle of Endor.

The Bothan obsession with personal advancement meant many other species felt them to be untrustworthy.

DAC (MON CALAMARI)

WAVES OF CONFLICT

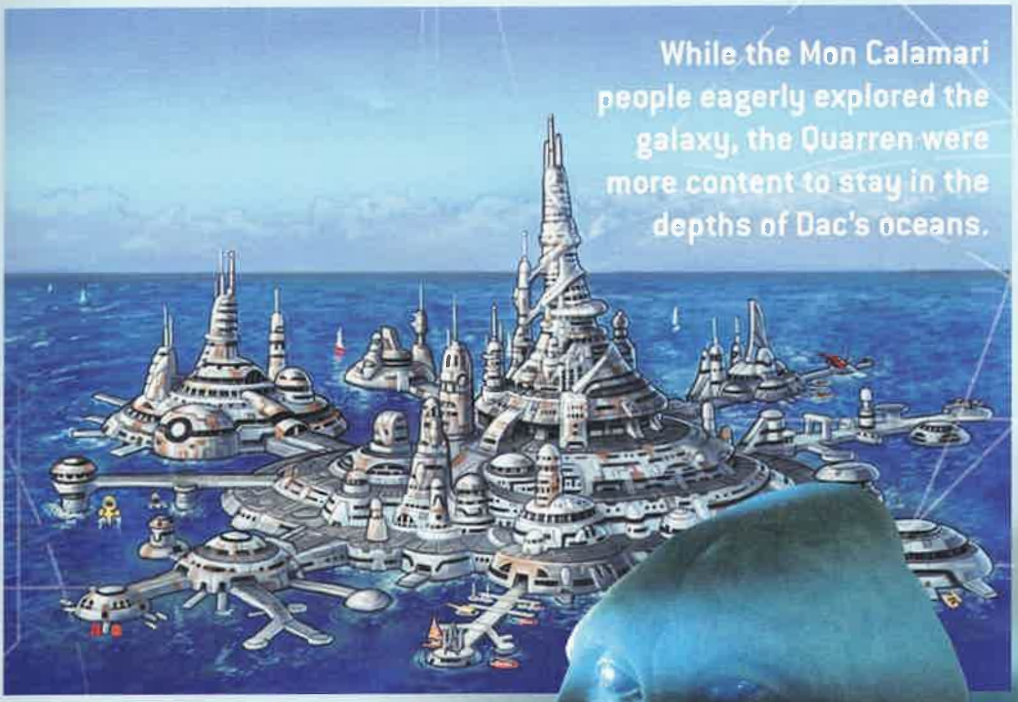
Called Mon Calamari, after the first sentient species Republic explorers met there, the water world was called Dac by the native populations of Mon Calamari and Quarren. A beautiful blue world, its history was marred by civil strife and avaricious invaders.



Dac was discovered by Republic explorers four thousand years before the Clone Wars, the Empire and the Rebel Alliance. The principal inhabitants were three sentient species: the Mon Calamari, with whom the explorers had first contact, the Quarren, and the Whaladon. The native Moappa were mindless jellyfish-like creatures as individuals, although they could come together to create a single super-consciousness of genius-level intelligence. Explorers also found small, toad-like sentients known as the Amphi-Hydrus. However, these were hostile, as they had long ago fallen to the dark side of the Force and skulked in the few swampy islands that dotted the planet. With the huge Whaladons choosing to stay isolated, planetary affairs were left to the Mon Calamari and Quarren.

Old Rivalry

Both the Mon Calamari and Quarren could breathe equally well in water or out. However, it was the Mon Calamari people who exploited the few islands, reefs and the shallower waters of their world. They built beautiful, artfully elegant cities, and their culture was full of art, literature, theatre, dance and music. Philosophy and science were also



While the Mon Calamari people eagerly explored the galaxy, the Quarren were more content to stay in the depths of Dac's oceans.

highly advanced, and even the early starships the Mon Calamari built were artistic as well as practical. However, despite a culture that was based on inclusion and collective responsibility, their treatment of their isolationist Quarren neighbours was not always so altruistic. The Quarren lived and worked in the depths of the oceans, and had a practical, inward-looking society. Initial contact between the peoples was a confusion of misunderstanding that led to conflict. The technologically advanced Mon Calamari won, and took many hundreds of Quarren children prisoner so as to 'properly' educate them. On their return, these educated Quarren did usher in a better understanding between the two species, but relations were always tense.

Republic

When Dac joined the Republic, their involvement came mainly through a desire for protection from elements within the Republic

Deep Culture

When the Empire took over the galaxy, they tried to disparage alien cultures at every opportunity. It's ironic, then, that Supreme Chancellor Palpatine was guest of honour at the premiere of the critically acclaimed Mon Calamari water ballet *Squid Lake* when it opened at the Galaxies Opera House on Coruscant. Performers dressed in bright, flowing costumes flitted between great bubbles of sea water held above much of the audience by repulsorlifts.

that had already made their devastating presence felt on the planet. The enslavement of a large number of Mon Calamari and Quarren on the planet Lamaredd was just one instance of where the relative naïveté of both species was exploited. The Republic was wary of Dac because of the bad feeling between Quarren and Mon Calamari, despite the fact that they took turns on who represented the planet in the Senate. During the Clone Wars, while Dac was represented by Quarren Senator Tikkes, a slavery operation flourished in the Mon Calamari sector. It was discovered that Tikkes was closely linked to the slavery ring. After fleeing Coruscant, Tikkes tried to rally the Quarren Isolation League to fully take over Dac. Despite backing from Count Dooku, the League was defeated by the Republic. Tikkes fled to join the Separatist Committee, leaving Dac to support the Republic – but only once Mon Calamari Separatists had also been defeated at the First Battle of Kamino.

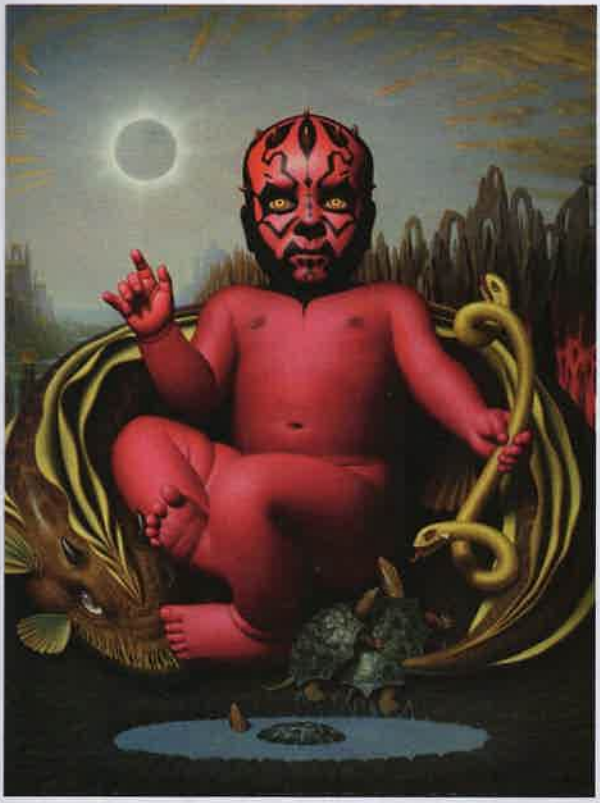
Empire & Rebellion

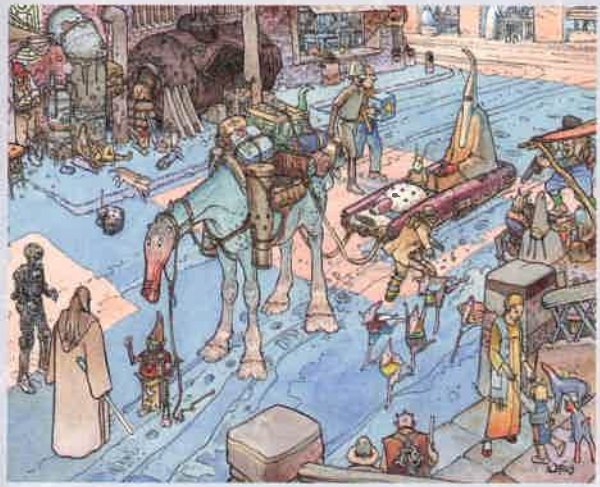
With dual representation of both Quarren and Mon Calamari agreed, it looked for a while as though things would be good for Dac. When the Republic fell and Palpatine declared the New Order, things got far worse. The Empire quickly subjugated Dac and enslaved both Quarren and Mon Calamari. Atrocities drove both to unite and free their world. Dac threw itself behind the Rebel Alliance, providing ships and crews via the Mon Calamari Shipyards. Dac joining the Alliance was a major turning point for the Rebels, and many credited them with saving the galaxy.

GIFT OF VISION

VISUAL INFLUENCES

Published internationally in October 2010, *Star Wars: Visions* was a celebration of the impact that the *Star Wars* saga has had on artists worldwide since its release in 1977. In development for five years, the result is a breathtaking, quirky, beautiful book full of images that stay with the reader long after the pages are closed. Here are just a few pictures from it.



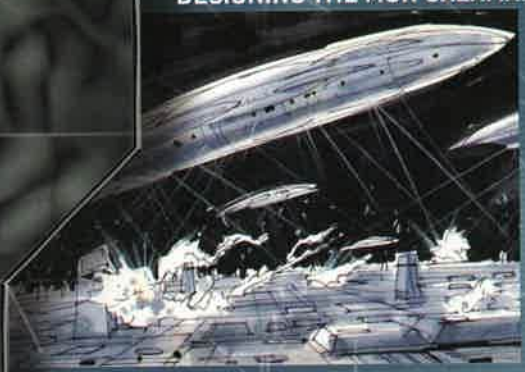


Masterpieces

'I've been working on this book off and on since 2005... it's pretty special. Many fantastic artists have created beautiful paintings inspired by the saga. In fact we ended up with so many topnotch artworks that Abrams Books added a Limited Edition too.'
J.W.Rinzler, May 2010 (starwars.com)

HOME ONE
THE HEADQUARTERS FRIGATE

DESIGNING THE MON CALAMARI CRUISER



1 The design of the cruisers came in part from sketches by Joe Johnstone, such as the one featured.

2 The above production sketch shows something closer to the final design of *Home One*.

5 The final model of *Home One* constructed for filming measured 58 x 244 x 41cm.

6 The model as it appeared when fully lit internally for filming.

In the original novelisation of *Return of the Jedi*, the reveal of the Rebel fleet is described thus: 'In a remote and midnight vacuum beyond the edge of the galaxy, the vast Rebel fleet stretched, from its vanguard to its rear echelon, past the range of human vision... They were led by the largest of the Rebel star cruisers, the Headquarters Frigate.'

3 Ralph McQuarrie's famous production painting of the Rebel fleet at Endor.

4 Here, three of ILM's model makers work on a Mon Calamari cruiser.

7 Admiral Ackbar on the bridge of *Home One*. The briefing room set is just behind him.

8 Looking down from the bridge into the briefing room set.

DID YOU KNOW?

1 What does this close-up show?

2 This picture shows ***Home One*** and other Rebel ships at the Battle of Thyferra. Which book is this the cover image for?

3 Name all five ship types in this shot of the Rebel fleet at Sullust.

ANSWERS:

1. It's the top of the CS-Mark 12 holoprojector in the briefing room aboard *Home One*.

2. It's the cover of *Star Wars: X-wing – The Bacta War*, the fourth book in Michael A. Stackpole's *Rogue Squadron* novels.

3. There's an Imperial *Lambda*-class shuttle (the *Tydirium*), a Mon Calamari MC80 star cruiser (*Home One*), a Corellian corvette, a GR-75 medium transport, and an EF76 Nebulon-B escort frigate (the *Redemption*).

STAR WARS

NABOO – NUBIA

Naboo
Region: Mid Rim Territories
System: Naboo System

Homeworld of Padmé Amidala and Supreme Chancellor Palpatine, Naboo had an unusual geology. The liquid plasma surrounded the inner core of the planet created an intricate network of mostly flooded tunnels that linked almost all the waterways of Naboo.

Nal Hutta
Region: Mid Rim Territories
System: Y-Toub System

This was capital planet of the sector called Hutt Space. It was once called Evocar before the Hutts moved in after their homeworld, Varl, was destroyed and forced the original inhabitants to live on the fifth moon of the planet. That later became Nar Shaddaa, the Smuggler's Moon.

Neimoidia
Region: Colonies
System: Neimoidia System

This world was originally colonised by the Duros, tens of thousands of years before the Clone Wars. The inhabitants evolved into a distinct species of Neimoidians. Much of the planet was damp and uninviting. Wealthy Neimoidians measured their success in how little time they spent there.

Nelvaan
Region: Outer Rim Territories
System: Koobi System

Nelvaan was once the unremarkable home of primitive sentients, the Nelvaanians. During the Clone Wars, the CIS tested a siphon generator there, sucking the thermal energy from the planet and plunging it into an ice age. Anakin Skywalker helped the Nelvaanians destroy the CIS facility.

New Plympto
Region: Core Worlds
System: New Plympto System

Home of the Nosaurians, New Plympto was briefly fought over during the Clone Wars, shortly before Order 66. The Empire then took over until after the Battle of Endor. Sadly, after meeting strong resistance, the Yuuzhan Vong invaders wiped out all life there with a biological weapon.

Nubia
Region: Core Worlds
System: Nubus System

Home to droid manufacturers Industrial Automaton, Nubian StarDrives, Inc., and the secretly Hutt-owned PharmCorp, Nubia remained a beautiful agricultural world. There were entertainment districts planet-wide, and it hosted Podracing, grav-ball and even ronto racing.

IN THIS ISSUE

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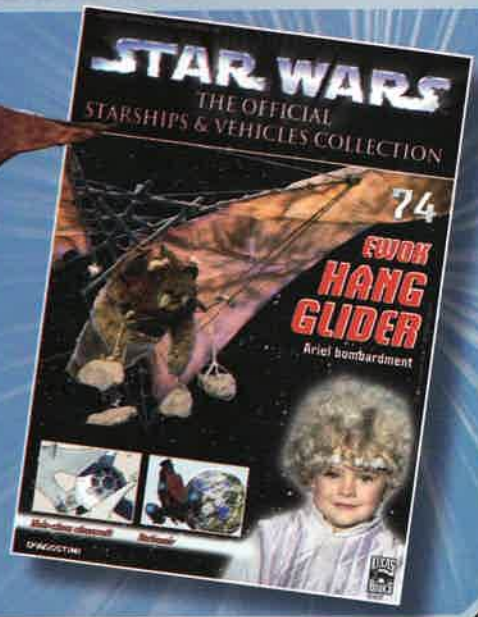
HOME ONE

Model unavailable for photography at time of going to print.

IN YOUR NEXT ISSUE



WITH ISSUE 74:
EWOK HANG GLIDER

Model unavailable for photography at time of going to print.

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